

King's Quest

by
Roberta Williams

Lyons [Lyon] [Lyon]

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long, long time ago, when unicorns still roamed the forests and the merfolk still dwelt in the shallow waters frequented by men, there ruled in the kingdom of Daventry King Edward and his lovely Queen. The people of Daventry were prosperous and happy, and everywhere peace reigned. But the King and Queen were sad because they were childless. They had no son to inherit the throne, nor a daughter to gladden their hearts.

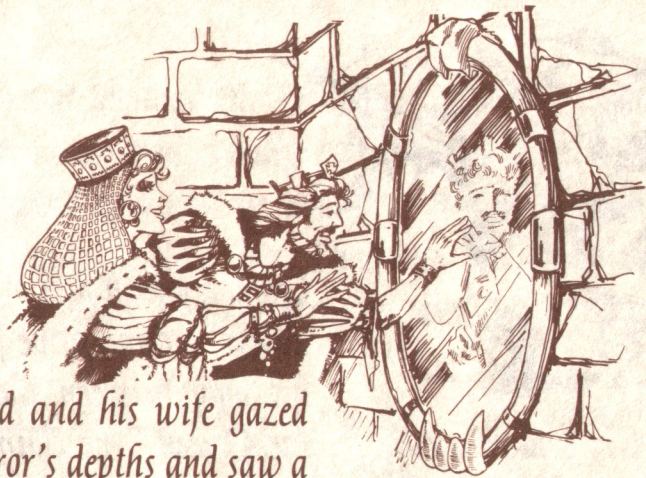
One bright, sunny day King Edward the Benevolent (for so he was called) and his Queen were walking in the castle garden when suddenly before them appeared a powerful sorcerer. "I know your problem and I can cast a spell that will bring you a child," he said.

"Oh, great sorcerer, if you can help us, we will be everlastingly grateful," said the Queen.

"We will bestow upon you many honors, and great riches," said the King.

"I have no use for honors or riches. My payment will not be so great. All I ask in return is the mahogany-framed Mirror that hangs in your private chamber."

The sorcerer's words gave them pause, for that Mirror was priceless. It had the power to read the future, and helped to keep Daventry prosperous. The royal couple used it to foretell the weather for planting and harvest, as had the kings and queens before them. It had been hundreds of years since a crop had been planted before the last frost, or had been ruined by autumn rain. What the sorcerer desired was indeed valuable. The King and Queen retired to their chamber to consult the magic Mirror.



King Edward and his wife gazed into the Mirror's depths and saw a young princely figure with a gold crown upon his head. Imagining the youth to be the son they yearned for, the royal couple gladly bestowed the Mirror upon the sorcerer. He took it to his dwelling, where he set one of his beasts to guard over it.

The months passed and the Queen did not conceive a child. For the first time in four hundred years, Daventry lost the harvest to an early autumn rainstorm. The King and Queen wept, and everyone tightened their belts. Instead of having excess produce to sell to neighboring kingdoms, the people of Daventry had to supplement their stores with food bought elsewhere.

With famine came the dreaded Plague, and the Queen was stricken. For three days she lay in the grip of a great fever, with Edward maintaining a constant vigil by her side.



On the fourth day of the Queen's illness, a diminutive figure pushed his way between the legs of the castle guards. "I have a cure for the Queen," he claimed. Quickly the courtiers ushered him into the Queen's chamber, where the King despaired.

"I have traveled a great distance to bring relief to your dear wife. This powerful root known only to dwarves will cure any plague."

The dwarf leaned over the Queen and touched the root to her lips. Her eyes fluttered open and she smiled at Edward.

The Queen's attendants looked at each other in wonderment. "Only a touch revived her," they whispered. "Imagine how fast she will recover when given the whole root!"

"Ask any reward for this miraculous gift, oh small one," exclaimed King Edward.

"I ask in repayment the Shield left you by your father when he died," said the dwarf softly.

The King paled at the thought. The Shield, made of titanium and set with emeralds, was traditionally carried in battle by the ruler of Daventry. Legend held that he who bore the Shield was invincible, and his army always victorious. Thus there had been no successful attack on the kingdom of Daventry for over five hundred years.

“Ask again little man. I will give you your weight in gold, but please do not ask for the Shield,” said the King.

“You do not appear to value your wife’s life, your highness,” said the dwarf. “I will take no other reward than that which I have requested.” Haughtily he turned to go.

“Come back,” Edward called. “I’ll give you the Shield.” The Dwarf took the Shield, and secreted it away in a hole in the ground, in the way of Dwarves.

The Queen partook of the root, but to no avail. She worsened and died. Daventry’s church bells tolled in mourning, and the King vowed vengeance against the false dwarf. Years passed, and the news of the loss of the Shield spread. Armies attacked the weakened Daventry, and the King went out to lead his armies without the Shield. Never before did they have need of the Mirror to foretell enemy moves. Now, that too was gone.



any years passed, and the King was very lonely. One day, while out riding with his courtiers, Edward came upon a pack of wolves tearing at the lower limbs of a big tree. When the group approached, the wolves scattered to reveal a beautiful young woman perched in the tree.

She descended regally. "I thank you for the rescue, kind sirs. I am the Princess Dahlia, of Cumberland. I was traveling through this land when that pack of wolves fell upon my group. My bodyguard fled in terror from their fangs, leaving me quite alone. I owe you my life, and my heartfelt gratitude."

The King was charmed with the Princess Dahlia, and brought her back to his castle to visit. He felt new life coursing through his veins, and knew it was because he had met someone who might fill the loneliness left by his late Queen.

In due time Edward asked Dahlia to marry him, and she accepted. The people of Daventry were wildly excited at the prospect of a new Queen (and hopeful again of an heir), and made preparations for a glorious wedding celebration.

On the night before the wedding, when the air was thick with toasts and merriment, Princess Dahlia bid Edward good night. He never noticed her hand stealing up to his belt and extracting the ring of keys hanging there. Much later, the Royal treasurer approached the King with alarming news.

He had discovered the treasury door standing open, with the King's own key in the lock. The Princess Dahlia had been inside, holding a small Chest of gold.

The treasurer stood frozen to the spot. The Princess' bright laughter changed to a witch's cackle as her form grew old and withered. She grasped the Chest and mounted her broom to fly out the open window. The treasurer watched in dismay as she swooped up through the clouds and disappeared.

When the King heard the news, he wept in despair. That Chest was magic, and the last great treasure remaining in Daventry. No matter how much was taken from it, the Chest always remained brimful of golden coins. Without the Chest he could buy no more food, pay no more soldiers.



Fearing that the country would fall into even greater disorder when he died, he sent for his favorite knight, Sir Graham.

any more years passed, and Daventry grew poor and weak. King Edward was old and feeble, and saw that his end was near.

“You are the bravest and truest knight in my kingdom, Sir Graham. Long ago I envisioned your form in my magic Mirror, and thought I was seeing my son and heir. The years have proven me at least half wrong. But the prophecy may yet be fulfilled.



“To prove yourself worthy of my crown, I command you to journey out into the world and retrieve the three great treasures taken from Daventry by treachery and stealth. Succeed in this great quest, and you shall become King upon my death. Fail, and our beautiful Daventry will grow ever weaker until it is invaded and conquered by unfriendly nations. This I promise by all that is honorable and right.

“May you return victorious, Sir Graham!”



Become Sir Graham and travel through lands of myth and magic to recover the great treasures. You must retrieve them all, for only the combined magic of the three will restore Daventry to its former glory.

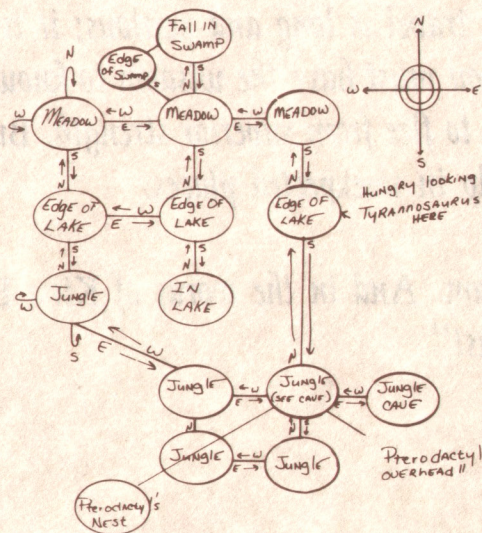
Look to the fables and fairy stories of yore for clues. Leave no stone unturned, no avenue unexplored, and you will triumph in your Quest. Along the way, collect as many treasures as you can. The kingdom of Daventry will need everything you can bring back. And you will profit from the experience.

It may be possible to accomplish each task in more than one way. The more imaginative your solutions, the better fitted you will be to rule Daventry.

MAP YOUR PROGRESS

You will not be able to fulfill the prophecy, Sir Graham, without charting your progress. Create a map showing objects and landmarks you see along the way. You'll want to note dangerous areas, in particular.

Here's a typical map:



Above all, try every direction and map all of the different possibilities. If you overlook an area, you might miss an important clue or necessary tool.

The road you must travel is long and perilous; it is beset by many dangerous beings. You must have the wisdom to know when to stand and fight and when to flee from superior strength. But take heart—you may receive help in unexpected places.

Go now, Sir Graham. And in the words of King Edward, “May you return victorious!”





SIERRA™



3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR AMIGA

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature detailed three dimensional background screens with life-like animated characters. The improved parser lets you talk to the computer in whole sentences.

Sierra's new series of adventures are interactive, changing as you explore and solve the puzzle. New facets are revealed as you delve into the game. In fact, because of random events, you can play the game many times over and never play the same game twice.

BEFORE GETTING STARTED

Before starting to play you should make back-up copies of your original disks.

LOADING INSTRUCTIONS

1. Power up the system and load the Amiga Kickstart disk and the Amiga Workbench disk.
2. Use the preference tool from the Workbench disk to set date and time information. This procedure is recommended but not required.
3. Insert the original program disk or a back-up copy you have made, into the drive and double click the left mouse button on the disk's icon to open the disk.
4. Double click the left mouse button on the "Sierra" icon. If you are loading from a back-up copy you will be prompted to briefly insert the original disk when loading.
5. To bypass the opening sequence, press any key.

BACKING UP YOUR PROGRAM MASTERS

From the Workbench, follow the procedure below to copy the original master disk to a back-up disk.

One Drive Systems:

1. Insert the original disk in the drive.
2. Place the mouse cursor (arrow) on the master program icon.
3. Highlight the icon by clicking the left mouse button.
4. Place the mouse cursor on the menu bar. Hold down the right mouse button and pull down the Workbench menu.
5. Place the mouse cursor on Duplicate and release the right mouse button.
6. Follow the disk swap prompts to copy the program disk.
7. Do not rename your back-up copy.

Two Drive Systems:

1. Insert the original and back-up disks in the drives.
2. Place the mouse cursor on the original program disk icon and hold down the left mouse button.
3. Drag the mouse cursor to the icon of the drive you're copying to and release the button.
4. Follow the prompts to complete the copy procedure.
5. Do not rename your back-up copy.

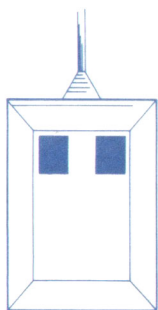
FORMATTING A DISK (to be used as a saved game disk)

1. From the Workbench, insert a blank disk into any drive.
2. Place the mouse cursor on the blank disk icon and click the left mouse button, highlight the icon.
3. Place the mouse cursor on the menu bar at the top of the screen. Hold down the right mouse button and pull down the Disk menu.
4. Place the mouse cursor on "Initialize" and release the right mouse button. The blank disk is now being formatted. When formatting is complete, you will be returned to the Workbench.
5. Place the mouse cursor on the "Empty" icon and click the left mouse button. Place the mouse cursor on the Workbench menu, hold down the right mouse button, and select "Rename." Follow the prompts to rename the "saved game" disk. If you don't rename the "saved game" disk, its default name will be "Empty."
6. When a formatted disk is used for saving games, the 3-D Animated Adventure automatically creates a saved game directory for saving 12 games. Creating additional directories on the disk (for saved games), will allow you to save more games on the formatted disk (12 per directory). Consult your system's DOS manual for creating directories on a formatted disk.

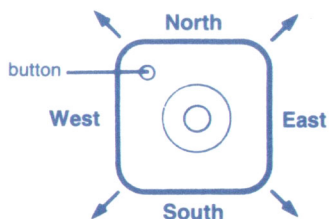
COMMANDS FOR THE HERO

A joystick, mouse or keyboard moves the main character north, south, east, west or diagonally. To halt your character's steps with the keyboard, press the last direction key again, or the 5 on the number pad. If you are using a mouse, start movement by single clicking the left mouse button. The character will move to the point where the left mouse button was last clicked and stop there, unless there is an obstruction in his path.

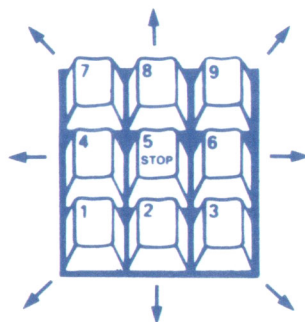
During the game you can use any form of control at any time. Just click the mouse, press a direction key, or move the joystick. If the joystick was not plugged in before loading the game, press CTRL-J and insert the joystick into joystick port #2. The joystick will now be active.



MOUSE



JOYSTICK



DIRECTION KEYS

Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the RETURN key.

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GNOME

You may later need objects you see along the way. Type:

GET THE KEY

Pay attention to details. To see an object closely, type:

LOOK AT THE PANEL

Use the objects you find along the way. Type:

GIVE THE BASKET TO THE GIRL

To fully savor a scene you enjoy watching or negotiate a narrow path, you can slow down the animation. Speed up the animation to make the main character walk faster. To change the speed type "slow" or "fast" and press RETURN. To return to the original speed, type "normal" and press RETURN.

Function and control keys shortcut these common commands:

F1 or HELP	Shows list of control keys (including some specific to your game which may not be mentioned here)
F2	Toggle sound on/off
F3	Echo (repeat) previous command
F5	Save game
F7	Restore game
F9	Restart game
CTRL-C or CTRL-X	Cancel line
CTRL-J	Select joystick mode
ALT-Z	Quit game
TAB	Inventory
ESC	Pause/resume game

SAVING AND RESTORING THE GAME

To allow for errors in judgment, and also for some pretty creative exploration, we make it possible for you to save and restore the game. Before you try something that looks dangerous, or just because you've been playing awhile and you don't want to lose what progress you've made through some chance encounter, **save your game**.

At any time during the game, type "save game" and press RETURN or press F-5 to save your game. Follow the directions below to complete saving your game.

SINGLE DISK DRIVE USERS

You have a choice of saving your game on your game disk (original or back-up), or to a formatted "saved game" disk. When you receive the prompt asking on which directory to save your game, press RETURN and follow the prompts if you are saving on your game disk. If you use a "saved game" disk, remove the game disk from the drive, insert the "saved game" disk, and type the name of the "saved game" disk followed by ":", and the name of the directory and press RETURN. Follow the prompts, using the up/down arrow keys to select a saved game space. Re-insert the game disk to resume playing.

TWO DISK DRIVE USERS

When you receive the prompt asking on which directory to save your game, backspace through the suggested default name and type the name of your "saved game" disk with it in one of the drives, and press RETURN. This will allow your game to be saved onto your second disk drive. If you are using more than one directory for saved games, when prompted, type the name of the directory where you want the game to be saved. Follow the prompts using the up/down arrow keys to select a saved game space, to complete saving the game.

IN GENERAL

Although your game position is stored on disk as a normal Amiga DOS file, you are not required to follow Amiga DOS naming conventions in identifying your saved games. If the character is standing before a tree when you save a game, call your saved game "STANDING BEFORE A TREE" or whatever has meaning to you. You may save up to 12 different games per saved game directory.

If you "run out" of saved game spaces in your saved game directory, (and you don't want to create more saved game directories), you may reuse one of the 12 spaces. To change the name of a saved game, just enter CTRL-C or CTRL-X to clear the line, and type a new name.

RESTORING A GAME

Type "restore game" and press RETURN or press F-7 to restore a previously saved game. You will be asked where you saved the game. To accept the default directory, press RETURN. Otherwise, clear the line, type the name of the "saved game" disk followed by ":" and the directory on which you saved the game, and press RETURN. Now choose the game you wish to restore by moving the pointer and selecting it by pressing RETURN.



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